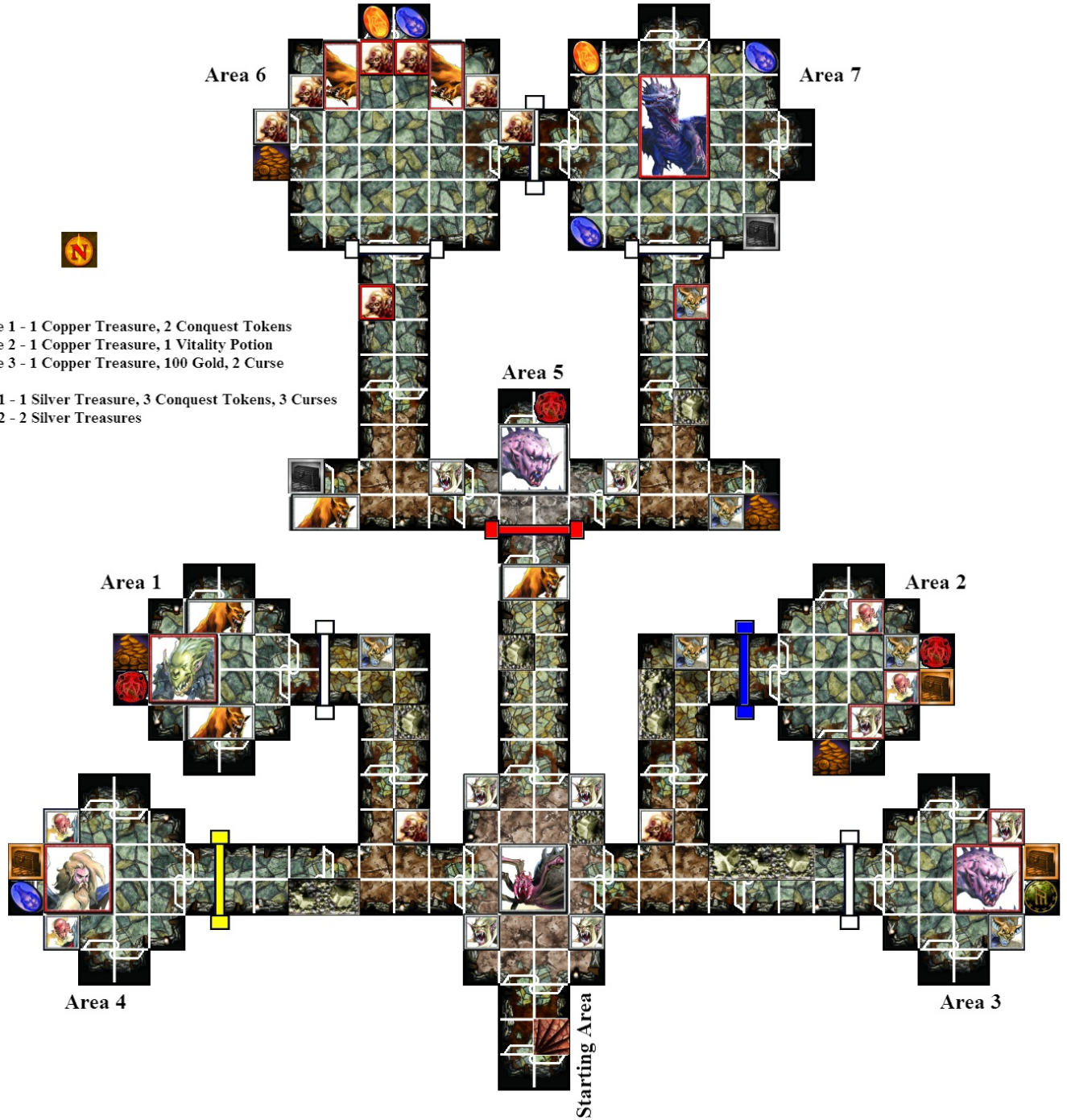

Copper Treasure 1 - 1 Copper Treasure, 2 Conquest Tokens
Copper Treasure 2 - 1 Copper Treasure, 1 Vitality Potion
Copper Treasure 3 - 1 Copper Treasure, 100 Gold, 2 Curse

Silver Treasure 1 - 1 Silver Treasure, 3 Conquest Tokens, 3 Curses
Silver Treasure 2 - 2 Silver Treasures

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Restoring the Order

By Edgar Matos

Important: Try removing Varikas the Dead card from the heroes pile before the players choose their heroes, without them noticing it, in order not to spoil the end boss. Advise them to have at least one ranged attack type hero.

Scenario Background

For as far back as history goes, Loxendil has been protected by the Order of the Lone Dragon. The Orders Grand Master has always been a legend amongst young recruits like yourselves. Tales of his battles, while mounted on his huge dragon have been passed on from generation to generation. But a dark time has fallen over Loxendil this last year. Reports of murders and kidnapping from beasts wearing the order's uniform have been swarming the city. People don't seem to trust the order so much these days. Your headquarters, a huge solid built fort, lies in the borders of the city next to the second most import building of the order, the Order Memorial Burial Grounds. Being the best recruits the order has seen in quite a few years, you are given the title of Knights of the Lone Dragon by the orders new leader. But with this title comes great responsibility. You are given the task to find what is happening in Loxendil, where these beasts are coming from and why do they wear the order's clothes. After a little investigation you realize there are only two possible places where the beasts might be getting these uniforms. Either the fort or the burial grounds. One night you wait in hiding at the burial grounds, only to find two extremely fast beasts moving out of the burial grounds main crypt and returning later covered in blood. You jump out of hiding and kill them on the spot. Now that you know the source of these beasts, you can venture inside to investigate what is the reason behind their actions.

Mission Goals

Your goal is to continue your investigation inside the Order Memorial Burial Grounds main crypt and rid the city of these foul creatures once and for all. Never have beasts ventured so near Loxendil, let alone run around wearing the order's holy symbol on their body. Perhaps they are plotting some sort of plan, and if they are you have all intentions to stop it tonight.
You start with 5 conquest tokens.

Starting Area

You step inside the huge crypt with your swords drawn. The air here is very thick and it gives you a strange feeling, as if something is not right. Looking around, you see strange markings in the walls that were not there before. After your eyes get accustomed to the dark you begin seeing shapes moving ahead. Something is running down the corridor and all you can make out is a light blue shape moving. It's the color of the order's uniform and you assume something is expecting you ahead. On the wall you can see some writing on a brass plate. You begin to read it out loud. "On the left, Knight Sarcomir and Field Marshal Geralt, on the right Lieutenant Garver and General Moss. With that in mind you move on.

Area 1

As you approach the door you can see a brass inscription on the right. Here lies Knight Sarcomir "The Silent". He was the greatest hunter the order has ever seen, and one of the kingdoms most trusted friends. May he find peace here as he found it in the shadows. When you finish reading the inscription you hear a noisy barking from inside. Are those monsters desecrating Sarcomir's grave? You decide to enter and kill anything disturbing the noble knight's peace. After opening the door you see a huge ogre inside, covered in torn up order clothes, and two hellhounds by its side. It starts speaking as it sees you. "Arrrgh help me heroes, it's me Sarcomir...I don't want to live this way...something has woke me up and brought me here in this form...I'm changing, and I feel this huge rage inside me!!" When he stops speaking you notice his eyes turning bright red and his expression has changed, as if he wants to kill you.
Has he begins to charge, you notice a blue key strapped around his thick neck.

Corrupted Knight Sarcomir has +1 life point and Pierce 1 instead of Knockback.
Killing Sarcomir awards 2 Conquest Token and the Blue Rune Key.

Area 2

Another inscription lies next to this door. Here lies General Moss "The Conjurer". A great leader, and the most powerful mage ever, he would charge into battle alongside his troops showing great courage. You open this door more carefully expecting some sort of beasts inside. And you are right to do so. As you open the door a blast of fire hits it, almost damaging you. "Come in little one, let me show you what a true General of the Order is capable of". A zombie like mage is wearing the uniform of the order inside along with some other beasts.

Corrupted General Moss has +4 life points, rolls 2 extra power dies and has the Command ability.
Defeating General Moss awards 3 Conquest Tokens.

Area 3

Approaching this door you notice the inscription is laying on the ground. You pick it up and start reading it. "Here lies Lieutenant Garver "The Snake", the greatest assassin the order has ever seen. Many enemies have fallen under his twin blades and their powerful venom, until the day they took his life. May those cursed blades never be reunited with the valiant Lieutenant who lies here.
Expecting another fight you open this door. Inside there's a naga drooling some sort of green liquid. You can see torn up clothes on the ground and a feeling of sadness fills you. Can these really be the greatest heroes the order has ever had? How could they have become such foul monsters?

Corrupted Lieutenant Garver has +3 life points and Poison ability.
Killing Lieutenant Garver awards 2 Conquest Token.

Area 4

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You approach the next door with a great sense of respect. Field Marshal Geralt "The White Wolf" was the greatest swordsman in the world. Many challenged him and many died by his blade. The white haired warrior, a superior tactician, he is still a role model for many students at the order's academy. Joining combat skills with tactical knowledge, he was certain to be honored with becoming the second Order's Grand Master, if some cowardly scum hadn't murdered him on his sleep. You open the door and find a manticore inside. But not a normal one, it's a white haired manticore with a silver necklace on its neck. It bears the symbol of the order with a white stone in it. The manticore roars as if challenging you to move forward.

Corrupted Field Marshal Geralt has +5 life points, +2 armor, Fear 1, and Command instead of Poison.
Defeating Field Marshal Geralt awards 3 Conquest Tokens.

As the monsters body hits the floor you see it start to dissolve by itself. It turns into a pile of black smoke and spreads around the room. Suddenly a bright light hurts your eyes. A figure begins to form inside this light. You can recognize something about it. The necklace it's wearing, it's the same necklace you just saw on the manticore. "Hello young ones. I'm Field Marshal Geralt and I have to tell you something very urgent. The necklace you see me wearing has the power to bridge the world of the living and the dead and allows me to speak to you but there's little time left. Something has happened to the Orders Grand Master spirit. He has been resurrecting every order soldier in this crypt but our bodies are changing into beastly forms against our will. We try to fight it but it's like we are prisoners in our own shells and must obey his orders. You must stop him, please. Do that and one day perhaps you will be worthy to rest here alongside us. Go with my blessing".
Give the hero players the Red Rune Key

Area 5

You move on to the next area feeling you are getting very close to figure this out. It seems the Grand Master is bringing old order members to life and transforming them into beasts, but what for? Next to this door there is another sign with and inscription but this one is broken and you can't read it fully: To the left, Brothers Loom and their unit, to the right Grand Ma... and it stops there. "The Brothers Loom, the most lethal guards the Grand Master ever had", one of you says, while the others stare blankly at the ground. They would put up a hell of a fight even against all of you. You choose to decide which way to go while you deal with the monsters ahead.

Area 6

You stop before a huge door. It has a silver inscription where you can read: Here lie the Loom Brothers. The greatest archers the world has ever seen, Roy Loom and Tildor Loom were the right and left arm of the Grand Master, and the heart and lungs of the order. Although they wished to never officially join the order, they loved this city and their inhabitants like their own brothers. They were so loyal to the Grand Master that they took their own lives once they saw his dead body. This inscription throws a shiver down your spine. If the Grand Master has raised them, they will certainly be a very difficult challenge. You open the door hoping that you won't have to fight. But to your dismay you find not only the brothers rotten corpses in the back of the room waiting for you, but also their entire unit with their bows armed. A hard battle approaches.

Corrupted Roy Loom has +10 life points, +3 armor and -1 speed. He rolls a Blue die, 2 Green dies, 2 Yellows dies and 1 Power die. Instead of undying he has the ability to spend 2 surges to double the damage of the attack.
Corrupted Tildor Loom has +10 life points, +6 armor and is immune to aura, burn, fear, grapple, knockback, poison, stun e web. He rolls 1 extra yellow die.
The defeat of each brother awards 3 Conquest Tokens.

After both of the Loom Brothers are dead:
This was the toughest battle you have ever been in. To defeat such admirable foes is a great pride to you all, yet all you can feel is sadness. Your own order brothers are turning against you, against their will, and there is nothing they can do about it. It makes you angry and you make an oath in front of the brothers grave to stop the Grand Master. As you turn around, their undead bodies start to dissolve into dust but their equipment remains. An ancient and powerful equipment, perhaps this is one of the reasons of their great power. You feel that their spirits have brought it to you, so you may once again use it in the name of the order. You pick it up and feel their power flow through you. You are ready to take on the Grand Master.
Give the players the cards for the Soulbiter and the Rune Plate. They may decide who takes which item but they can never trade it back between them. Treat the soulbiter has a ranged weapon.

Area 7

Here you are. The Grand Master's final resting place. Or it least it was, until the dead here started being resurrected somehow. You open up the door expecting to finally meet the Grand Master. Even though this isn't the Grand Master you heard of in the stories, you feel a great sense of pride to be able to face him ,even if that means meeting your doom. Accepting defeat from an opponent like him is no shame for anyone. Inside the room is another opponent though. The Grand Master's loyal dragon lies ahead of you. A colossal being that can barely fit this room. And on top of it you finally catch a glimpse of the Grand Master, still in human form it seems although not completely human. He shouts: "Let me introduce you to Rasmodan, the Lone Dragon, the only dragon the world has ever known, sent from the bowls of the earth to serve the order. You will get to know him well soon enough, while he eats you alive!"

Rasmodan has +7 life points, +3 armor, +2 speed, Fear 2, Command and Fly ability.
If all the heroes go inside this room, imediatly lock the doors. They cannot be opened again.

When Rasmodan is defeated:
The huge dragon sends out a deafening roar before falling dead to the ground. A great cloud of dust goes up and you hear metal hitting the floor. As the cloud starts to settle a figure starts to become visible. The Grand Master itself has come out of his dragon's saddle, and you must now face him. Although you heard so many tales about him you never actually heard his name. Who is he, you wonder? As the cloud dissipates you can now clearly see him in front of you, as mighty as you ever imagined a Grand Master to be. He has gone through some sort of transformation and has gained a demonic appearance. His eyes are facing down but as the cloud disappears he faces you. "YOU FOOLS! Why do you wear the order's clothes if you do not serve it? Do you know who I am? I am the Grand Master Varikas and

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you must obey me! I order you to kill each other right now!" You can clearly see the desperate look on his face. Has he gone completely mad? Something must be messing with his mind and you see no other alternative than to put him to rest once again.

Varikas The Dead has the stats of his hero card +3 armor.
The overlord player can place his miniature on any space previously occupied by Rasmodan when he died. The overlord can move Varikas as if he was playing with a hero normally He can spend fatigue and make any actions a hero could make including declaring battle or guard commands. He does only posses his natural skill tough and rolls 1 Red die, 2 Green dies, and 2 power dies to attack.

When Varikas is defeated:
Your last blow strikes Varikas right in the heart. With his last strengths he crawls near his coffin and grabs something. You recognize it, it's a necklace, the same Field Marshal Geralt had. When he finishes placing the necklace on his neck, his body falls to the side. As before, a bright light suddenly appears and the Grand Master itself starts walking out of it. "Thank you knights. You have served both Loxendil and The Order well. I knew a force too strong for Loxendil to defend against, was coming this way so I made a deal with the demon Lurgz. I offered both my services and those of my fallen order comrades to fight for him, if he stopped that force, but I never thought he would have us fight in your world, and against our own. I sealed the oath with blood so we could do nothing against it, our will could not break it alone. Killing me, the leader of his forming army has stopped his plans and every risen order soldier should now rest again. I thank you again brave knights, farewell". And with those words he returns through the light and you can hear the beasts last screams around you has they begin to crumble in dust and all that's left on the ground is the orders proud symbol.

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